



Player Character

→ Man... where am I?
→ This is the hotel.
→ I should get ready for school.



PC

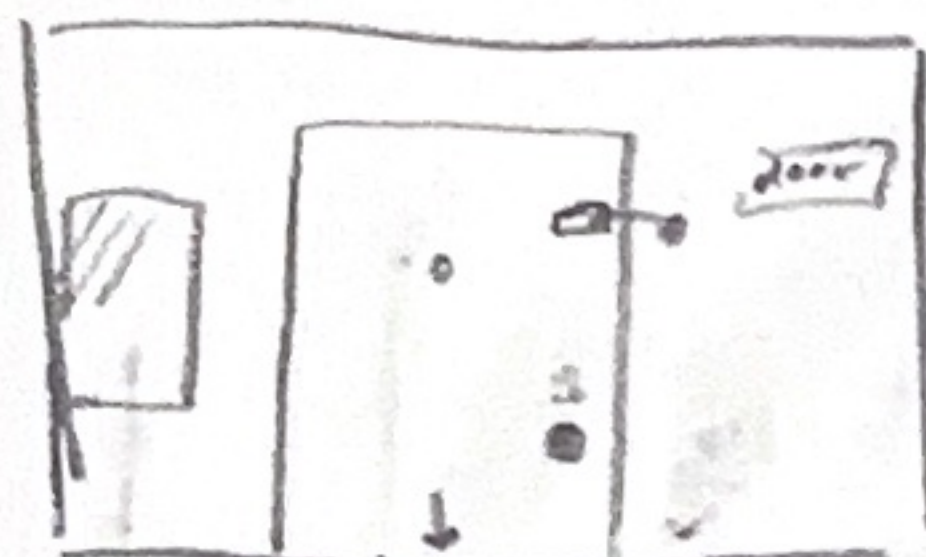
→ How is the door locked from the inside?
→ Whatever, I'll find the key.



Gameplay

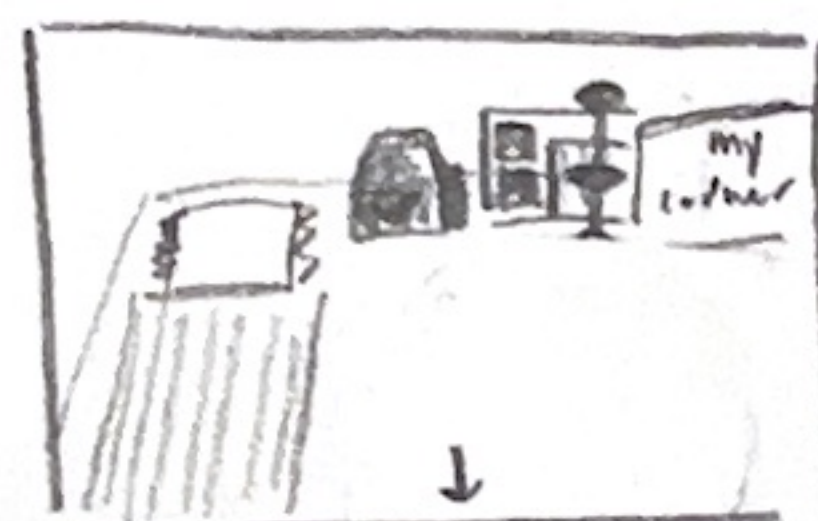
pre → point & click

→ use arrows on screen to change rooms
→ use cursor to hover over interactable items



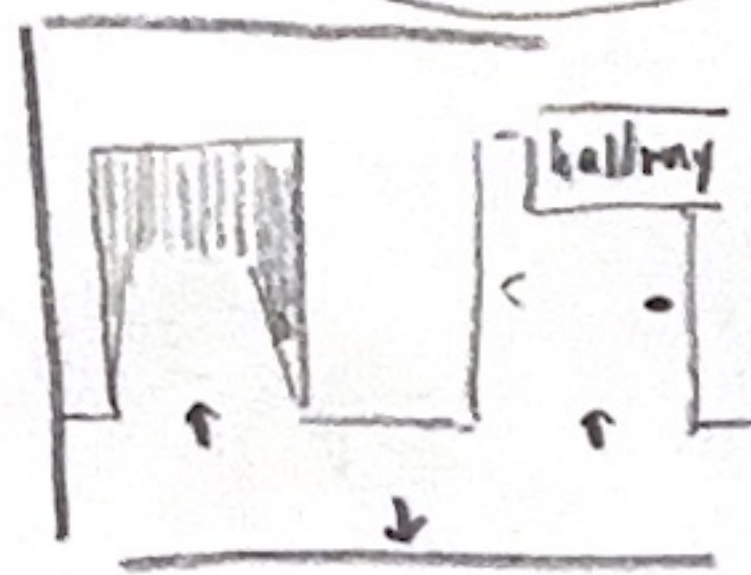
dirty mirror

→ lets PC see face
perophone
→ there's no one outside



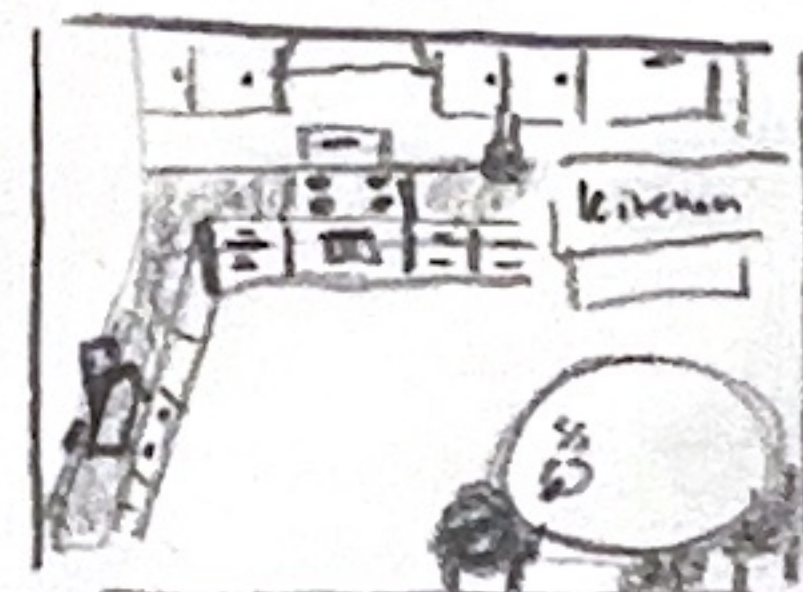
bed

→ my makeshift bed
→ the key's not here
backpack
→ I'll need it for school
→ I don't see my headphones though...



door

→ this room.
→ It's locked.
→ I should focus on getting the key to leave.



table

→ this city is still lit

fridge

→ there's no food, as always

cabinets

→ nothing of use

stove

→ there's a hot bag
→ take CYN
→ the water's not running
oven
→ it's hot

→ look's like I can turn it on. (Y/N)

knife

→ Should I take it?

→ Yes/No

table
→ there's only 2 chairs...

plant
→ it's fake

console



phone

→ was that always there?

candle

→ it's oddly lumpy
→ Should I take it?

→ Yes/No

picture frame

→ ...

→ it's mine

→ I thought he knew this out.



Solution

- take rag to wipe mirror
- take candle
- turn on oven
- place candle in oven
→ obtain key
- open main door
→ exit



→ I can hear a phone in the distance

pick it up?

→ yes / No

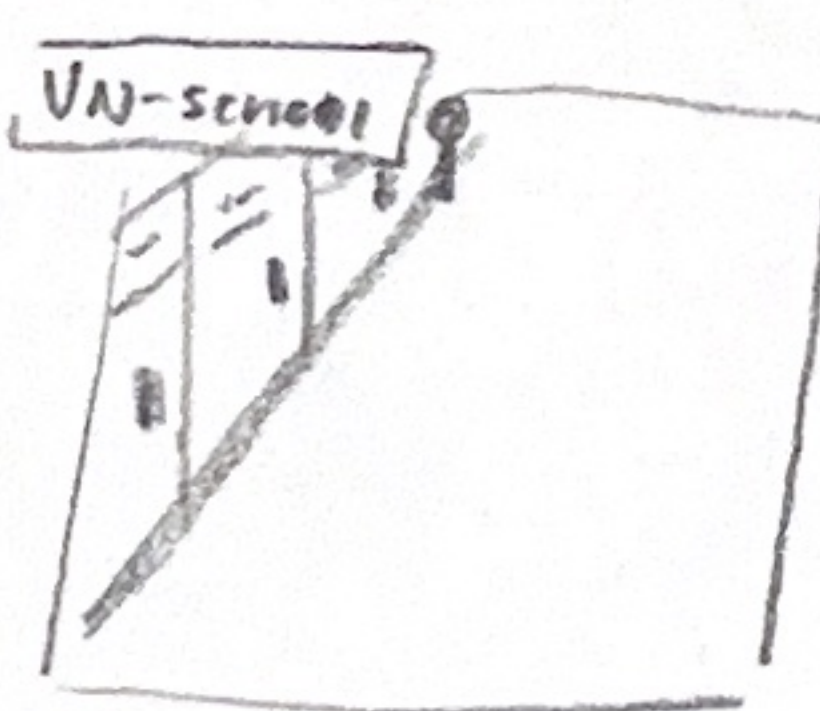
Phone



- lets player to be careful & not trust what you see

player ignores, and goes to school

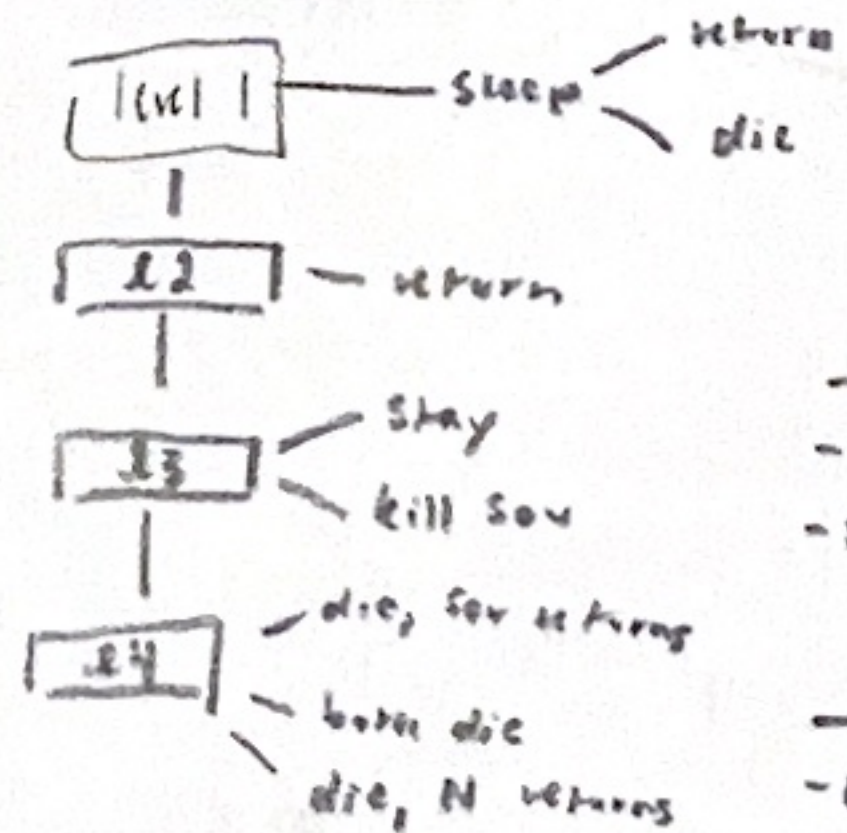
(playground → bus → school)



PC
→ my locker is around here.
→ what's that...



PC meets Sov
→ Sov gives headphones, explains Arc



Plot:

- PC is on border between life & death (non Arc)
- PC must leave Arc to live, stay to die
- Sov has been dead & wants to return to life
→ only way is to use PC's body as vessel
→ not return in his body
- Sov takes PC deeper into Arc to take vessel
- PC battles between wanting to live, remembers various moments in life in diff ways